

# Deepworld Launches Kickstarter Project To Help To Fund A Mac Beta

When I first met the team who are creating Deepworld, which is a 2D Sandbox-style building game that is similar to Minecraft, at GDC in March, I informed them that Deepworld would be more than they had imagined. They've had a lot of experience in the development of servers and software, but running a game of this size requires a significant investment. They seem to have reached an agreement. The game has led to a Kickstarter project to try and raise some early funds for servers and development.

The group is offering prizes to supporters, including your own personal servers and worlds, art books, and other swag, as well as the possibility of winning your own items, a name, or even pictures in the game itself. minecraft servers is to raise US\$20,000 overall and at the time of writing, the guys have raised about \$4,000. They say they want to continue the project on full-time and this money will enable them to accomplish that goal.

I'm sure I'd like them to be successful. Deepworld looks fantastic and I'm with you when I first was introduced to it. I think that the Mac (and iOS) would be greatly benefited from games like this.